Age Of Wonders II

V1.0 by Songless

The Blessed Continent has long been a place of great and terrible things, its history filled with heroes and monsters stretching back all the way to the First Age and the rule of the Elven Court. But even this world changes, if slowly. Where once conflicts raged between mighty but, ultimately, still mortal warlords and champions, now a new type of power has emerged...

In this world, some individuals can master magic far beyond any other - and now factions are ruled by so-called Wizards who wield power beyond any seen in the annals of history. But though the nature of conflict may change, it does not stop. Now, wars are waged with the backing of mighty spells, and the control of powerful arcane structures known as ‘Wizard’s Towers’ allow these mighty spellcasters to survive even death - and conflicts have grown increasingly ruthless and deadly with the need to capture or destroy every last tower held by opposing Wizards.

You arrive in this world the day a young Wizard known as Merlin is ambushed in his travels, one of the last, terrible attacks that seem designed to utterly break the race of Men.

It is the starting point of a long and dangerous journey - and as battles rage across the world Merlin will face vast armies, deadly magics and betrayal from those he thought his allies…

Will you stand by his side, and restore balance to the world? Will you join the Traitor Circle, and seek power no matter the cost to others who stand in your way? Perhaps you may even take Merlin’s place, and know the wonders of this world one spell at a time? Or perhaps you will simply retreat to your own part of the world, and let the conflicts of the future pass you by.

Regardless of the choice you make, this world will be your home for the next ten years.

Good luck… Wizard.

You have **1000CP**.

The Nature Of Wizardry

In this jump, you do not choose a specific background. Rather, as a Wizard you gain **six** spheres of magic to focus your talents on, gaining corresponding skill in that type of magic and discounts for relevant purchases. As the number of spheres you select increases, you gain access to more varied and powerful spells. Four spheres in a single magic type is sufficient to learn the highest level of spells in that magic type, though the mightiest spells will take great time and effort without becoming a full specialist. Taking a fifth and/or sixth sphere of a single magic type will substantially increase the ease with which you can learn and cast the more powerful spells in your style of magic - ordinarily a six-sphere Wizard can develop four fourth-level spells to a four-sphere Wizard's one such spell.
You may discount Perks provided you have one relevant sphere for every 100CP of their base cost: discounting a Fire-discounted Perk costing 400CP would require four Fire spheres, while a Wizard with one Earth sphere could only apply a discount to the 100CP Earth purchase and not to more expensive Earth purchases. Cosmic purchases have no individual spheres - instead, count the number of *different* spheres you possess. A Wizard with Life and Water spheres can discount any Cosmic purchase that costs 200CP base cost or less, while one with spheres in Fire, Earth, Death and Air could discount any Cosmic purchases with a cost of 400CP or less. None of the styles of magic make a person 'good' or 'evil', though each may be more or less suited to such a personality. You may choose to distribute your spheres any way you like - combining two opposed styles of magic (such as three Life and three Death) is not prohibited.

Fire magic is the most powerful offensive style of magic, creating powerful explosions and fiery projectiles with vast destructive potential. Fire magic is most commonly found among the bloodthirsty Orcs and the desert-dwelling Tigrans.

Water magic deals with the ever-shifting rivers and waterways of the world. It grants a versatile collection of powers useful for many different challenges, from wielding electrical shocks to transforming living beings or causing magical rain to support farms and cities. Water magic is favored by the kind-hearted Halflings and industrious Humans.

Earth magic builds upon the very foundations of the world, using the power of rock and soil to bolster your forces. Earth magic has many large-scale effects to manipulate terrain, from flattening or raising mountains to creating poisonous plants. This type of magic is wielded primarily by the subterranean races of the Blessed Continent: the Dwarves and Goblins.

Air magic holds the power of the skies and winds, and is the undisputed master of controlling movement - both by enhancing the speed and accuracy of friendly forces or by sending violent storms at their enemies. Air magic is the domain of the arctic Frostlings and ruthless Draconians.

Life magic focuses on healing and protection, and is capable of keeping forces in good health through staggering amounts of conflict through healing or outright restoring life to the recently deceased. Life magic is practiced by the forest-dwelling Elves, the divine Archons, and the mysterious otherworldly Syrons.

Finally, **Death** mages work their craft with the powers of unlife and corruption. Their forces march under clouds of corrupting and cursing energies, and when a Death Wizard commands it even mighty dragons or entire cities will rise from their graves to fight once more. Death magic is used by the wicked Dark Elves, the relentless Undead, and the horrifying Shadow Demons from beyond the Void.

Aside from your chosen magic(s), you may choose your race and gender for free, though this will not provide any benefits or disadvantages beyond possible social differences (being a Goblin will make you hated by Halflings, and so on). You may freely choose to be a Drop-In or to have a background in this world. You may not take the place of an existing Wizard, except Merlin if you choose to start the first Scenario.

Perks

Fire

- Desert Walker (100CP, free for Fire)

The heat of the forge, the volcanoes and lava runs of the wastes and the blazing sands of the desert, those are a Fire Wizard's home. Lesser men may falter before the fires you stoke with your power, but you are made of stronger stuff. You are immune to all but the most immense sources of heat, enough to take an unworked sword out of red-hot coals with your bare hands without so much as a blister on your fingertips. Your allies and servants will find themselves with a less potent but still useful resilience to fire and heat, allowing for comfortable living even in hot climates and giving them a minor resistance to fire magics.

- Wrathful (200CP, discount for Fire)

Within you burns a fire hotter than any normal flame, and when unleashed few will stand against it. Through study and sheer, unfaltering willpower you have learned to tap into this power, channeling it into your spells to bolster their effects. Though Fire Wizards are dangerous by their nature, you take it to another level: all offensive magic you wield hits substantially harder and is more difficult to resist. Spells that once left a common soldier badly burned but alive could immolate cavalry, complete with mount, if cast by you.

- Calamity (400CP, discount for Fire)

Fire magic is primarily the magic of violence and change, of war and passion. This school of magic has more destructive potential than any other, and you may very well be the greatest example of this philosophy. You have mastered the use of wide-area spells, and can turn

bolster any magical power that used to have a single target into a burst large enough to strike a dozen men… and turn magics that struck small areas into effects vast enough to lay waste to half a battlefield. Though such power has a price to be paid with both mana and a loss of fine control, collateral damage has never been so glorious.

Water

- Wellspring (100CP, free for Water)

A Water Wizard is comfortable in any wet environment, like marshlands and jungles. You are no different, knowing how to move and make use of such terrains without problems. You are also an adept swimmer - indeed, as the waters are so tied to your being, you can breath underwater as easily as if it were air. But more than that - a Water Wizard is never truly without access to the source of their powers. Water is their home, their life, their *purpose*. Even in the driest deserts, you'll be able to find (or create) small sources of water, though these will only be temporary if the surroundings can't support them.

- Prosperity (200CP, discount for Water)

The rivers, lakes and waterways are the beating heart of travel and commerce on the Blessed Continent. Halfling trading ships ply the trade routes by the hundreds, and countless towns and cities can be found across the many shores of the world. Access to water means access to the world, and one who knows how to use such things well can become *very* successful indeed. You are a skilled negotiator and trader, with a keen insight for tapping into new markets or setting up trade routes, and you're skilled enough you can easily find ways to ensure both you and any partners you trade with both make a profit.

- The Curving Stream (400CP, discount for Water)

Many other Wizards can simply focus on one purpose and need not worry about the nature of their magics. Life Wizards are dedicated to protection, Fire Wizards cause destruction wherever they lay their eyes, and a Death Wizard's seemingly endless focus on corruption is all well and good - but the power of Water is different. The same rains that batter your foes and flood their lands can nourish your crops and cleanse your allies' wounds. Transforming your forces to a watery form protects them from harm - while liquefying your enemies leaves terrible wounds. What matters to one who wields the power of Water is not the 'how?', it's the 'why?' - making this form of magic surprisingly versatile. Your powers are infused with your very intent - allowing your magics to understand their purpose and easily shift focus depending on changing circumstances. You will never harm a friend with a wayward blast of cold, nor will your forces find hindrance in the flooded marshes that trapped your foes not minutes before their arrival.

Earth

- Shaper (100CP, free for Earth)

Stone is a tough servant, resisting most ways to work it by unskilled hands. Under your touch, however, it molds itself eagerly, as if it were unable to wait to become the new shapes you wish

for it. You are a gifted artisan with the natural materials of the world, and can build fortifications, buildings, and other creations out of wood, stone, sand, and any other such materials with great ease. Indeed, under your touch the materials you work with seem to become… greater, somehow - sand and clay toughen to match granite when building a wall, and a carved wooden blade seems to hold its edge like fine steel once you're finished with it.

- Lord Of The Siege (200CP, discount for Earth)

The earth sings to you, from the dirt and loose soil of farms and grasslands to the rocky depths of the earth below. Why would a stone care if it has been shaped by human hand if it will still *listen* when you speak? To an Earth Wizard, the greatest city walls are no different from the ground under their feet, and the insights you've gained from this perspective are powerful, indeed. You are a master at determining the weak points in any solid structure, allowing you to direct your army to strike enemy fortifications with surgical precision - or shore up your own defenses instead. And should you exert your *own* power… some Earth Wizards have been known to shatter every gate in an enemy city with but a gesture or mend their walls in between strikes from a cannon's bombardment, but you could make those shows of power look tame in comparison.

- World Waker (400CP, discount for Earth)

The world is vast and powerful, the mountains and valleys moving on timescales measured in centuries or millennia… but though it is slow to wake, once roused the earth under your feet can be a mighty ally, indeed. With every step you take, a tiny sliver of power flows from you into the soil beneath your feet, a sliver of power that turns the world to your aid. As the faint echoes of power grow in strength beneath you, the earth will begin to act on your behalf…
The longer you remain in the area covered by the World Waker power, the greater this effect becomes. While the effects may be all but imperceptible for days or weeks, and the power will be strongest near you and your sources of power, at its height it will culminate in something not unlike a Genius Loci, a vast spirit of the earth that will support you across dozens or even hundreds of miles of terrain. Your allies will find aid, their travels eased and their fortifications growing mighty with the power of the earth. Your enemies, on the other hand, will find the roads crack and soften under their feet even as avalances and quicksands make the very ground under their feet into a deadly adversary.

Air

- Traveler's Friend (100CP, free for Air)

Even novice Air Wizards learn the secrets of the winds and skies, of words and rituals that can be used to curry favor with the powers of the air. As an Air Wizard, you are blessed with much more favorable weather. Although this will not completely shift weather patterns without an expense of mana, overcast skies might become only slightly cloudy and temperatures will be several degrees closer to what you consider comfortable. Even the mightiest storms will be much more subdued in your vicinity - unless you wish for them to rage and howl. This benefit is

shared with all your allies and friends, though it will work to a lesser degree for them than it does for you.

- Stormrider (200CP, discount for Air)

Air Wizards are known for favoring speed - from Tempest's dragon armies to the tireless Doom Wolves employed by Arctica's Frostlings, mobility is a core part of almost any Air Wizard's strategy. You are no different, and your keen insight in the ebb and flow of battle makes you a master of timing your attacks. Whether it is landing blows where your enemy is weak with hit-and-run strikes or maneuvering past your enemies' battle lines entirely with a flash-frozen river and the application of some speed-boosting magics, if there's an opportunity to move your forces somewhere more effective you'll likely already have a plan or two in place to take advantage of it.

- Oracle (400CP, discount for Air)

The sphere of Air governs the skies and winds, but those who master it know that perhaps most importantly it holds *knowledge*. You are an expert at divinations and bolstering your senses, and your magics bypass all forms of misdirection. Illusions falter before your sight, divinations always show the truth, and while your spells might still be blocked by more powerful opponents, none will be able to twist them such that you receive false information.

Life

- First Among Many (100CP, free for Life)

The forces of darkness have often relied on inexhaustible numbers to turn the tide of battles, but the forces of life and light favor a different approach. Through healing and protection, Life-aligned races can ensure the continued survival of their greatest champions - so that one may stand against many and still emerge victorious. You have learned this philosophy well, and are much better at keeping specific, critically important individuals or locations safe. Whether it is by enchanting your allies with layers of magical defenses or equipping them with powerful magical artifacts, your ability to use a small number of forces to their best potential without sacrificing them is worthy of respect indeed.

- Unified (200CP, discount for Life)

Life Wizards exemplify a love for all living things - but tensions between races mean that quite often a lot of those beings are more likely to come at you with swords and spears than open arms. Nonetheless, you will always stand a chance. You can make alliances and treaties with anyone or anything, and your offers will be considered even by those who hate your side. Any allies you have will not abandon you just because of philosophical differences. The world will likely still be wary of you if you take to the field of battle alongside an army of Dark Elves and Goblins, but if nothing else it's an *option* now.

- Renewal (400CP, discount for Life)

Wounds can be mended, cities can be rebuilt. Even the lands tainted by death magics or burnt by fire can be restored, seeded with crops and forests until life flourishes anew. Life magic embodies this ideal, holding the power to endure, to undo all harms and ease all woes. Your spells and abilities are infused with this power, and it is impossible to corrupt or twist them against their purpose. Furthermore, although your magics are no more difficult to suppress or destroy, if your enchantments are only partially broken they will slowly restore themselves to their full potential, their own magical natures healing as surely as more physical wounds.

Death

- Unending (100CP, free for Death)

The dead know no needs, no desires beyond those their nature demands. Though you are still alive, you have learned from these darkest of beings, and have learned to infuse your being with a fragment of the necromantic power that maintains the undead. You no longer need to eat, drink or sleep, and with some time and effort you can share these boons with others - so that your followers, too, may know the ceaseless toil of death.

- The Bleak March (200CP, discount for Death)

The most terrifying thing about the forces of Death is not their lethal touch, or their vile curses and tainted, rotting soldiers… it's the fact that, once a Death Wizard truly gains their momentum, their forces seem effectively limitless. Nothing scares a mortal more than knowing that with every ally that falls to you, they will have to face a foe just that bit stronger - and oftentimes they might be forced to fight former friends or even lovers. You are a master of such tricks, knowing just how to move and instruct your armies to make them the most terrifying. Breaking your foes' morale is but the first step to victory, and even a close match may be turned into a hopeless war of attrition that ever strengthens your side.

- Obedience (400CP, discount for Death)

The forces of darkness are easy enough to rule. Cruelty and power will see the Orcs and Dark Elves submit to your orders, and the Shadow Demons merely need a more… thorough approach. But the undead… they need no whips at their backs, no inspiring speeches, fear or cultural impetus to follow your orders. They merely need to *be*. You are a master of Death, and any under your rule will fall in line much like the dead armies you might field in battle. Whether it is by fear, seduction, outright mind control or some other method, populations you control will remain loyal to you for far longer than they normally would. Should they reach a true breaking point they may still resort to open rebellion, but when faced with anything short of outright purges they will bow their heads and obey.

Cosmos and undiscounted Perks

- Relay Artisan (200CP, discount for Cosmos)

The knowledge necessary to create the massive structures known as ‘Wizard Towers’ is not easy to learn, but not especially rare either. Indeed, all Wizards rely on these towers for their abilities - in particular the ability to vastly increase the reach of their magics by channeling their arcane power through gigantic crystalline projectors lining the tower’s structure. Smaller, less powerful crystals are occasionally used as well, both as ‘Magic Relay’ structures at fixed locations and with special equipment used by champions of the various armies. You are a gifted artificer when it comes to creating such relays and projectors. Not only can you create such crystals, but you have mastered the magical theories behind their function to the point you could craft these magical artifacts from other materials such as wood or silver. As your skill increases you’ll be able to create more intricate and efficient relays, reducing their size or increasing their range. With practice, you could craft gemstones small enough for a ring’s jewel that could let you project your magic within a dozen miles of their location. Once attuned, the connection between a Wizard and the relays you craft cannot be broken, it will continue to function across any distance and even across dimensions so long as the relay remains intact.

- Cosmic Weaver (400CP, discount for Cosmos)

All is balanced in the Cosmos. Life and Death, Water and Fire, Air and Earth… each is, in some ways, merely one side of a coin - opposed to but also unified with their counterparts. Your understanding of magic has grown to the point you know that none of the spheres are truly separate - and consequently, how each carries echoes of all others. By altering the balance of the elements in the spells you weave, you can substitute one element for another. Tricks such as casting Sacred Wrath spells that strike foes with Death damage instead of Holy power or striking at your foes with fields of ‘Poison’ Plants that instead electrocute victims are well within your grasp. As you learn more magic so too might you learn of more ways to alter your spells, substituting other types of energy or, eventually, allowing you to replace entire aspects of spells with completely different effects. A novice Wizard of the Cosmos might cast a Fireball that deals poison damage… a master might cast one that instead heals affected creatures or blesses their weapons with temporary enchantments.

- Domain Master (600CP, discount for Cosmos)

The Cosmos is unending, stretching on to infinity beyond all mortal sight. To understand the vast potential of reality is not to feel insignificant, for everyone is part of the whole. With wisdom, a Wizard of the Cosmos will learn that just as magic ties the world together, so too can your magic be bound to the world instead - vastly expanding their reach. With the correct magical reinforcement, this principle can be used to transform enchantments into variants that are much more costly to maintain, but that operate continually over untold hundreds of square miles: the so-called ‘Domain’ spells. Only a small number of these terrifyingly potent spells are known to Wizards, but you have awakened a potential within you that allows you to develop more of these spells with great ease. You can create a Domain variant of almost any magical effect you know,

with only a moderate amount of study and experimentation. Known examples include spells that slowly alter affected terrain to a type more pleasing to the Wizard, spells that burn, poison or curse all enemies under their effect, as well as the creation of Domains that strengthen summoned servants or that allow all allied forces to move with great speed as if under the effects of a 'Haste' spell.
However, do keep in mind that for all the power of Domain enchantments, they are still tied to the Wizard: these effects will only reach as far as your own magical influence reaches. In most cases this means relying on Wizard Towers, with a potential reach of up to a hundred miles or so, but this also means that losing a tower can deprive a large area of the effects until you re-establish your control.

- Voidwalker (Free or 400CP)

No Wizard can be killed permanently - so long as they still control at least one Wizard Tower, they can reform there after their untimely demise, recreating their physical selves out of raw magic as their soul returns to the world of the living. The only way to eliminate a Wizard for good is to slay them once they have lost their last connection to the towers. As a Wizard, you possess this ability as well, allowing you to ignore death again and again as often as necessary.
However, to restore a life this way is not a gentle process. The eruption of arcane energies that accompanies a Wizard's resurrection can be detected at enormous distances, both visually and by most forms of magical senses. The process itself takes a full day to complete, and the necessary effort of keeping one's soul intact means it is impossible to maintain active spells from within the Void (though spells independent or only partially reliant on your own power may continue to function as appropriate).
You gain this power for free during this jump, but must pay 400CP to keep it in future worlds.
The Voidwalker power has no limitations on how many times it may be used, but it requires at least one anchor, a location of power connected to your being such as a Wizard Tower or some other object or enchantment. Barring the anchor or anchors from access by your soul, including placing it in a sealed Warehouse, will prevent you from using those anchors to reform. As it is dependent on the magical power of your soul to rebuild your physical self across dimensions, sufficiently powerful or exotic effects, such as having your soul trapped or destroyed or being entirely erased from a timeline, will prevent you from retreating into the Void and, consequently, from using Voidwalker to restore yourself.
Only one Wizard can attune to a Wizard Tower or similar anchor at a time.

- Aspect (200CP)

Most Wizards are poorly suited for battle - their studies leave little time to dedicate to gaining physical power or combat expertise. Though they are more capable than the average footsoldier, in a straight-up fight most will fall easily. However, you are not limited in such a way. Rather than your ordinary mortal form, you instead gain the powers, abilities and optionally the form of any one unit in the game. Be it the flight and fiery breath of the Draconian *Red Dragon* or the raw, terrifying might of the Shadow Demon *Lord*, a wise choice can make you an equal to any foe you might face in battle.

If you choose an alt-form based on a mechanical unit such as a Dwarven *Steam Tank* or Syron *Forceship*, you will not need any crew to function.

- Mastery (50CP per purchase)

Magic is but one way to power - though Wizards are mages first, they are also the leaders of mortals and scholars of the unknown. Knowing how to rule and organize a faction can be a critically important skill, and such means can be difficult to learn for those who spend most of their times within their libraries and casting chambers. Even magic itself can be improved with the right knowledge, but studies into the deeper workings of the arcane may not yield spells like more 'practical' research. With each purchase of this Perk, you Immediately gain one of the various skills one could research as a Wizard, such as the 'Channeler' or 'Constructor' abilities. Any such options bought here will also influence your skills beyond these worlds: buying the 'Merchant' ability will improve your skill with finances and trade even in other settings, and 'Scholar' will act as a general purpose learning and researching boost, for example.

Items, Infrastructure and Support

- Tales Of The Blessed Continent (Free)

You gain a free copy of all the Age Of Wonders games, including manuals, expansions, artwork and any other additional content that has been released for them. They're guaranteed to be compatible and run smoothly on pretty much any system with a suitable input and display, be it futuristic A.I. mainframes or your enchanted scrying mirror.

- Equipment (200CP)

With each purchase, this option gives you one copy of any existing item seen in the campaigns of Age Of Wonders II, from the flashy and destructive Shoulder Cannon to the insidious Blade Of The Void. You may freely import an existing item of a similar type you already possess, which will then gain the powers of your purchased item. The one exception to this is the Donorian blade, which is only available as a Scenario reward.

- Magecraft (100CP per level, discounted or free based on your choice of spheres)

As a Wizard, you will have the opportunity to develop your spells through study and magical experiments - be it with just your own power or with the support of Libraries or Shrines Of Magic. However, if you feel you need this power more urgently, you may instead pay to get access to additional spells. With each purchase, you gain access to a full level of spells in one sphere of magic, until you reach an instant mastery all spells from one type of magic with four purchases.

For each sphere in a magical element you possess, you may discount up to that level of spells from that sphere: a Wizard with three Death spheres could purchase first through third level Death spells at a discount, and would pay full price for Death spells of the fourth level. First level spells are not made free when discounted like Perks are. However, a fifth and sixth sphere in an

element will grant the first and second level of appropriate spells for free instead of at a discount.

- The Power Of Magic (variable cost)

Though a Wizard's power is great, it comes at a cost. Mana, the lifeblood of spells and enchantments, must be collected and refined into power suitable for magic. Though cities can generate mana depending on its structures and the race of its inhabitants, one must not discount the other important source of mana: Mana Nodes. You gain one or more of these arcane sites, allowing you to draw upon substantial amounts of power to bolster your magics. You receive one node of your element for free if you have five or six spheres in a type of magic (Fire, Cold, Air, Earth, Life or Death, or a Cosmos Node if you have one sphere in all types of magic). You may also buy additional Nodes of any type for 50CP, or purchase a collection with one of each Node for 200CP.

- Dragon Eyrie (50CP per purchase)

This rocky spire is the former nesting ground of one (or several) dragons, and contains a vast number of dragon eggs. A minor infusion of magic has tied these eggs to you, allowing you to hatch them and field up to eight of these dragons in your army per purchase. While they are initially only moderately powerful, with enough combat experience these young beasts will be able to accelerate their growth and harness their full power - even in just a matter of hours, if need be. While quite happy to follow you for the promise of food and power, the ego and willpower of adult dragons means they will almost never bow to anyone at odds with their philosophy once fully matured. For example, a Golden Dragon will likely become a stalwart and reliable ally to a Good-aligned master, but will seek to break all ties with an Evil Wizard… violently, if necessary. It is impossible to predict what type of dragon each hatchling or egg will mature into. Should any dragon fall, you may instantly hatch a new egg.

- The Jumper Elite (100CP per purchase)

This option provides you with a sizable group of reinforcements - you gain the services of a full stack of eight units, of any type and combination you wish and each with extensive combat experience. They are unfailingly loyal, obeying you even if you were to combine virtuous beings like Titans and Fairy Dragons with embodiments of evil like Dread Reapers and Incarnates. Any members that are killed will be replaced by new reinforcements after a month.

- City (50CP per city)

This option allows you to acquire your own, upgraded city without the need to conquer or build one up yourself. Your city may be upgraded with any appropriate options just as in the games, but any upgrades purchased for CP are twice as effective as their normal variants; walls are twice as resilient, barracks train their unlocked units in half as much time, and so on. You may freely choose your city's race. After the end of your time here, the city will be placed in a pocket dimension that can be accessed from the Warehouse, and it will be populated by generic NPCs. Alternatively, you may have the city appear in your next jump(s) if you own a territory or other such area of sufficient size to place it in.

Your city increases in size as you purchase upgrades. By default you will start with an Outpost, the smallest size seen in the games. Two upgrades turns it into a Village, four expands it into a Town, and six or more upgrades makes you the ruler of a full-sized City. You may purchase multiple cities if you wish, but each is upgraded separately.

City upgrades you may purchase are as follows:

- City: Wizard Tower (100CP)

Perhaps the most important structure for Wizards, the magnificent Wizard Tower allows casters to manifest their spells at vastly greater distances, regain corporeal form if sent to the Void, and provides access to numerous magical upgrades. This upgrade comes free with the Library, which will automatically collect your magical knowledge and allow your servants to aid with the research of new spells.

- City: Grand Tower (100CP, requires Wizard Tower)

This upgrade improves the Wizard Tower with a number of powerful additions. The tower itself is increased in size to its full potential, vastly increasing the range of your domain even before adding the effect of the Farcaster. This upgrade also includes the Casting Chamber to enhance the magical power you can channel each day, a Forcefield that protects the city from many hostile magics, and a Teleporter Gate that allows users to teleport to any other Wizard Tower under your control, as well as any other properties you own provided they have a suitable magical gateway to connect to.

- City: Item Forge (50CP, requires Wizard Tower)

This upgrade builds an Item Forge within your Wizard Tower, which allows for the creation of numerous potent magical items. The costs to create items are great, both in terms of time and resources, but the results should not be underestimated. Though some of the most powerful effects found in this world may be beyond you initially, the creations from this smithy can still turn even novice warriors into battle-ready champions capable of taking on entire stacks of infantry and emerging victorious. As your knowledge of magic from this world increases, you may learn how to create different or more powerful effects. You do not need to craft these items personally - the city itself will use its resources and infrastructure to support the forge.

- City: Defenses (50CP)

In this turbulent time, cities need all the protection they can get. Your city is now protected by mighty stone walls to deter attackers. If you also have a Wizard Tower, your defense is further bolstered by the lethal magical fields of Enchanted Walls, blasts of magic from a Tower Guard, and city-wide bolstering of all defenders by the effects of a Hall Of Enchantment.

- City: Training Grounds (50CP)

With this purchase, your city gains a Barracks, War Hall, and Champion's Guild. These structures allow you to train most military forces used by your city's race, and the facilities provide you with numerous kinds of equipment suitable for combat practice or physical training.

- City: Industry (50CP)

With a Builder's Hall, Siege Workshop, Master's Guild and Shipyard, your city is now ready to build pretty much every major type of machine used during wars on the Blessed Continents, from the humble wagons used by Pioneers to the mighty Cannons. The engineers and craftsmen here can also be tasked to maintain your equipment, slowly repairing any items left in their care or, if you wish, kept in your Warehouse.

- City: Clergy (50CP)

The spiritual side of society is mainly relevant for those wishing to wield magic - the Temple Complex, Monastery and Sanctuary each provide additional mana to use for your spells and powers. In addition, these structures will make your city population happier, allow you to train Monks, High Priests or Black Priests, and they provide healing to anyone who enters their halls. The quiet calm of the temple grounds also helps calm your mind, aiding greatly with introspection and meditative arts.

- City: Shrines (100CP, requires Clergy)

Four powerful spirits may be called upon to aid the forces of this world - but normally the Spirits Of Order, Chaos, Magic and Nature both endlessly oppose their opposite and demand full dedication by a city. With this purchase, however, your city will gain shrines for all four of these spirits, granting bonuses to magical power and research, production, happiness and military training. You may also gain quests from these spirits, and completing tasks for them may see a variety of rewards, from gold to magical spells to powerful units to serve in your armies. You may continue to accept quests in future worlds if you so wish.
This upgrade also mollifies each of the spirits such that they will not retaliate if you anger them.

Companions

- Champions (variable cost)

You may import your Companions, create new ones, or recruit existing Heroes for 50CP per person. Alternatively, you may pay 200CP for eight Companions at once. They each have 300CP to spend, but they may not buy their own Companions and can only access the same spheres of magic as you. They will become the equivalent of Heroes during this jump, but are not Wizards: they will have the potential for becoming a Wizard, but it may take decades or even centuries of study and practice before their Wizard powers will fully awaken, much like it did for Julia and Meandor.

- Awakening (50CP per Companion, requires Champions)

This option allows you to upgrade a single Companion from the Champions option above to a full Wizard. They gain an additional 200CP to spend, and may choose their own spheres of magic independently from yours. This option may also be used to recruit a canon Wizard such as Ke-nan or Fangir.
'Awakening' may be bought with either your own CP or that of the Companion you wish to make into a Wizard (though Companions cannot pay for each other).

Scenarios

Participating in either of the Scenarios turns Age Of Wonders II into a **Gauntlet**. Failure or death will not end your chain, and merely prevents you from keeping any purchases from this jump as you move on to worlds beyond the Void. During your stay here, you and any Companions you have will lose access to all Perks, Items, and other advantages you might have brought with you from other jumps. Neither you or any Companions receive any starting CP, though you may still take Drawbacks for additional CP if you wish.
In addition to their stated rewards, each completed Scenario will grant you an extra 500CP that you may spend at the end of your time here. Companions will receive 200CP.
If you don't or can't complete a Scenario within the ten years of your stay, your time in this jump will be extended until the Scenario is completed, be that by your victory or your death. You may end this jump at any time once you have completed your chosen Scenario(s). If you elect to do both Scenarios, the events of Shadow Magic will always occur after the completion of The Wizard's Throne, and your jump will continue until the defeat of the Shadow Demons.

- Scenario One: The Wizard's Throne

In this Scenario, you take the place of Merlin as he seeks to protect his people and take down the circle of traitor Wizards. You must master each sphere of magic in turn, facing challenges time and time again. You must sacrifice your progress with past spheres as you progress, losing all your accumulated magical spells so you may learn anew. But at the end of the road, you will have mastered not only all six elements, but become a true force of balance. Completing this scenario will grant you access to all spells found in the game, including not only those of the magic spheres you chose for your Background, but also those of all other spheres and even those that are not governed by any of the spheres of magic. Your newfound insights into this world's magics otherwise does not change your build, including the spheres you chose or the discounts they provide.
Your victory condition is the elimination of the traitor circle (including their restored master, should they succeed), mastering all six spheres of magic as Merlin would have, and claiming lordship over the Wizard's Throne.

- Scenario Two: Shadow Magic

The Shadow Magic Scenario takes place following Merlin's victory during the campaign of The Wizard's Throne. A terrifying invasion of dark, unnatural beings called 'Shadow Demons' has left the world in chaos. Humanity has flocked to the banner of the xenophobic tyrant Phobius,

and Wizards are hunted by those who hold them responsible for the magical cataclysm engulfing the world. You will participate in the coming conflict as a new Wizard, and your task is to turn the tide alongside Julia, Meandor, Ke-Nan and eventually O'Neron and Merlin as you seek to unite the world even as the very edges of reality fray under the merciless assault by the Shadow Demons' hive mind personified - a monstrous entity known only as the 'All-Devourer'. Completing this Scenario grants you the *Donorian*, a magnificent blade that not only greatly increases the combat abilities of whoever wields it, but that also effortlessly cuts through any and all magical barriers. Your war against the invaders from the Shadow Realm has also given you unsurpassed insights into how the layers of reality interconnect. This experience allows you to weave magic across dimensions without having to personally traverse the void between. Your victory condition is the destruction of the All-Devourer, be it by Merlin's hands or your own, and the thwarting of the Shadow Demon invasion.

Drawbacks

- The Abstract Stratagem (+0CP)

This world is beautiful and terrifying, amazing and bleak… and at times, somewhat bizarre. How does a city grow to twenty times its original size over only two months, only to completely change the race of everyone living there in three or four days? If all these high-powered champion units are so rare, why do so many Wizards end up fielding entire armies of dragons, Reapers and Lords? And what is up with all these Dire Penguin jokes?
By taking this Drawback, you may choose the level of realism the setting operates on - anywhere from completely realistic (if fantastical) to something barely differing from the events and mechanics seen when playing the game. Once chosen, you cannot change the level this Drawback operates at. Any changes this Drawback causes will affect you, your allies, and your enemies in equal amounts - this won't change the relative power levels in any way.

- History Lessons (+0CP)

Is this not your first time in this world? Perhaps you've already met Julia and Meandor, or led Inioch to victory over the living? You may, if you wish, allow anything you did during the Age Of Wonders jump to continue over into this jump. Do keep in mind: countless years have passed since the first war between the Keepers and the Cult Of Storms, so things will likely not be the same as you might remember. Your actions or changes are far enough in the past the shorter-lived races might only remember them from songs and tales around the campfire... depending on just how much of a difference you made, anyway.
If you take any of the Scenarios, the world will shift however much it needs to ensure the original plotlines can still happen - even a victory by Inioch during your first stay here will have somehow been overturned… if only to make sure that there are any Humans, Elves, and other races left at all.

- Vulnerable (+50CP per purchase)

There are numerous ways to defend against hostile powers, from magical enchantments to special equipment to innate, supernatural resistances or immunities to certain types of damage. But likewise, there are ways to *weaken* targets against certain forms of harm… and you're vulnerable in such a way - permanently. For each purchase, you are dealt 150% normal damage by your choice of physical, non-elemental magical, fire, cold, lightning, poison, holy or death damage. Furthermore, your army takes on some of this weakness - former immunities become resistances, and resistances are negated. These weaknesses override any resistances or immunities you or your forces might otherwise have, regardless of source.
'Vulnerable' may be purchased once per damage type.

- Misguided (+50CP per purchase)

No one is perfect - some might have vices of flaws that prevent them from effective rule, others might decree a ban on potent advancements out of fear or a desire to maintain the status-quo. You are plagued by a personal failing that hinders your faction, and with each purchase you must select one penalty from *Anarchist* (poorer relations with everyone), *Bureaucrat* (reduced income), *Decadence* (increased expenses and upkeep), *Pacifist* (reduced effectiveness of combat forces and experience), or *Technophobe* (reduced industrial power of your cities and infrastructure). This will do more than merely add or remove some numbers here and there; as these are fully held beliefs by you, they will impact everything from strategies you might employ to powers and spells you might use or shun.

- Heretical (+100CP)

Perhaps you've angered one of the spirits of this world, or done some other heinous act to warrant this kind of fanatical opposition. For the duration of your stay here, you'll be plagued by a constant harassment at the hands of Infidels and Raiders - small, independent groups of units that will wander your territory and pillage, burn and destroy anything they can get their hands on. They're not too strong individually, but if left unchecked they can leave your lands in ruins.

- Loathing (+100CP or +200CP)

Most Wizards tend to form favorable relations with only a handful of races. Death Wizards are poorly received by the more virtuous races like Halflings or Archons, and usually for good reason. You are perhaps the very pinnacle of this idea: an entire alignment of races, be it Good, Neutral or Evil, will not yield to your command without complete and utter subjugation. Cities will revolt without large garrisons of allied forces, and any units of these races you might attempt to gain for your side will take your money only to simply abandon you before the day is over. For +200CP, you are hated by two thirds of all races instead of one third, further limiting your options.

- Emperor (+200CP)

You're playing on 'Hard' mode now, Jumper. Your opponents are cunning, ruthless, and they have the power and experience to push your faction to the very limit. All hostile Wizards gain a sizable advantage to not only their tactical and strategic acumen, but also their infrastructure and power base - where once you might have faced cavalry, you'll now need to contend with

dragons, Karachs and Dread Reapers instead. Your every weakness will be exploited, your every mistake punished with fire and steel and death.

- Hostile Lands (+200CP)

Most Wizards learn at most one or two Domain spells, and are consequently limited to more hands-on spells to support their forces or wreak havoc upon yours. Now though, all hostile Wizards will spread their power far and wide, reinforcing their territories with layer after layer of these mighty effects. Should you try to take the fight to them, your forces will be struck with terrible curses, withering under poisonous fumes and burning hot air, and facing enemies strengthened by a multitude of beneficial enchantments. Claim their towers, and claim them *fast*, or the ever-spreading doom that comes for you will leave your dreams as nothing but broken ruins.

- Onslaught (+100CP to +300CP)

There is no rest for those bound by the chains of war. Combat is ceaseless, every brief respite needed to prepare, to mend wounds and reinforce the battered armies under your command. Your foes acquire a seemingly endless stream of reinforcements, enough to send parties to harass or lay siege to you on a daily basis - with their power depending on the level you choose for this Drawback. For +100CP, your enemies will need to stretch themselves thin to maintain the pressure on you, and these extra units will mostly be low-power enemies like common swordsmen or archers. To gain a total of +200CP, these units will be backed with cavalry, siege units, and similar mid-tier forces. The third and final level grants you +300CP total, and will ensure you face the mightiest foes each side can throw at you - from Air Galleys to Titans and Incarnates.

- Labyrinth (+300CP)

This world shifts in your dreams and nightmares, twists and turns appearing and disappearing every time you turn around, once-certain paths leading to places you were sure were somewhere else entirely. And when you wake… the dream becomes reality. It becomes all but impossible to observe any part of the world not close by one of your allies or cities, as all other places sink away into a vast, featureless miasma of darkness and uncertainty that would make a Domain Of Darkness seem tame in comparison. Maps and memories will fail you, as carefully marked locations vanish into the night and even perfect recall seems confounded by reality. Even supernatural forms of awareness like the Watcher spell become unstable. Trust only what you or your servants see in the here and now - anything else is mere figments of imagination.

- Syphoned (+300CP)

There are magics in this world that can drain the magical power of even Wizards away into near nothingness, ways to bind even the mightiest minds. You'll face these and more, Jumper: expect every spell you cast to be a hard-won advantage, each mote of mana to become a treasured and rare commodity. Even the magical abilities you might bring with you from other

worlds will become difficult to cast, new costs in magical power or personal sacrifice limiting as surely as a Power Drain spell might hinder your Wizard abilities.
Alternatively, you may keep full access to your Wizard powers and the mana gathered from the Blessed Continent… but you will lose all other advantages you might have brought from other worlds, losing everything except your Body Mod. This second option cannot be taken with any Scenarios.

Ending

So, you've spent your years here, and it is time to make the final choice. If you've come to love this world, you may choose to stay here. Your jumping days are over, but there is no shortage of adventures on the Blessed Continent… or beyond.
If not, you may continue on, jumping to your next world and whatever the future may hold for you.
Or, finally, if you died your last death or are simply tired of jumps and adventures, of Elves and magic, you may choose to go home. You keep whatever you have acquired during your time as a Jumper, retiring to your world of origin greater than you were when you left.

Notes

Wizards cannot develop spells with a higher level of power and complexity than the number of spheres they possess - a Wizard without any Life spheres will never learn Bless or Healing on his own. However, Wizards can trade spells with each other (if at a substantial cost in mana) and can cast spells outside their specialties without issue. That said, specialists will often cast spells of their disciplines with a lower cost in mana.

All Wizards know how to build Wizard Towers and their associated upgrades by default. Towers not bought for CP still work with Voidwalker, and similar 'anchors' do not need to be bought with CP to function. Some examples of other options that will work with Voidwalker are soul reliquaries such as Horcruxes from Harry Potter or phylacteries from a D&D jump, the largest and most powerful cathedral of a religion that worships your being, or artifacts that you have personally created at great personal cost in terms of time, effort and personal sacrifices.

Your cities can be conquered, destroyed, migrated and so on, much like in the games. Your CP-bought city is not protected from changes in any way, but buying a city will guarantee that it is restored every time you jump to a new world. The same is true for power nodes or the dragon eyrie. The city's population will be loyal to you, though whether this is enthusiastic or grudging obedience will depend on your interaction with them - being a child-murdering, world-conquering tyrant psychopath won't make an Elven city happy even if they won't rebel against you.
If your (former) holdings are controlled by hostile forces, they will only gain the normal, in-game benefits of these locations, not the CP-backed benefits they granted you.

Drawbacks affect you, your Companions (if any) and allies equally, but the effects do not stack. Being allied with five other Wizards means you will all need to struggle with the effects of ‘Heretical’, but your alliance will not grant a hostile Wizard five times as many units from ‘Onslaught’.

Change Log:
V0.2 - clarified Voidwalker and custom anchors, Magecraft discounts, Scenario timeline consequences.
V0.3 - Relay Artisan is now 200CP, improved Cosmic Weaver to the new 400CP Cosmic perk.
V1.0 - Jump uploaded to the drive.